FaceShop® 8EZ

With FaceAge

PC/Mac

User Manual

www.pantomat.com; www.abalonellc.com,
support@pantomat.com; info@ablonellc.com

Pantomat Ltd/Abalone LLC.

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The base of the FaceShop software is the patented procedure by Pantomat:
P0200767 - METHOD OF PRODUCING THREE-DIMENSIONAL MODEL OF A HUMAN HEAD ON THE BASIS OF A TWO-DIMENSIONAL PICTURE – HPO-2002, PANTOMAT, Lorant Szabo

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Pantomat Ltd
H-1143 Bp., Zászlós utca 54, Hungary
Web: www.pantomat.com
E-mail: info@pantomat.com

Abalone LLC
190 Arbor Lane,
Moss Beach CA 94038, USA

Web: www.abalonellc.com
E-mail: info@abalonellc.com

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About the manual

QuickStart
Chapter 1 – FaceShop Workflow
Chapter 2 – FaceShop Advanced Operations
Chapter 3 – Using FaceShop with Poser, 3D Max

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System requirements

Required hardware

WIN: FaceShop runs with the following minimal hardware:
A Windows-based personal computer or laptop with the following minimal requirements:

Pentium III or IV 2 GHz
1 GB RAM internal memory
True Colour video card
Screen of a resolution 1024x768
250 MB free disk space

MAC: Macintosh computer with PPC or Intel/Mac chips running OS X 10.3 or later
250 Mb of free disk space

Needed system software

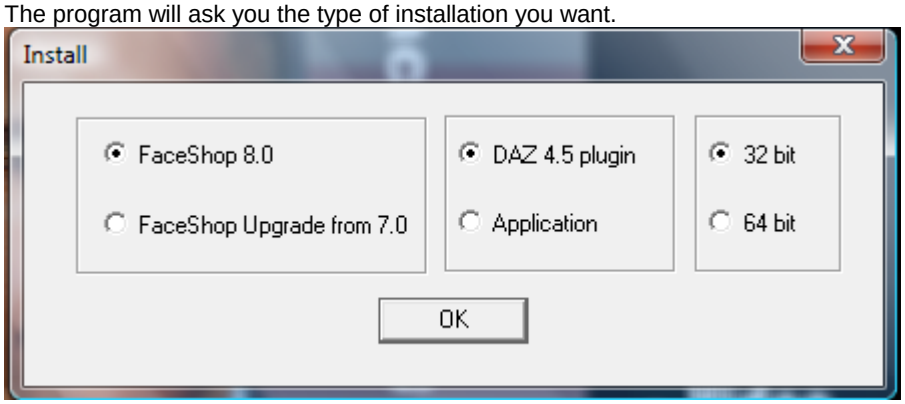
FaceShop runs under the following system software:
Windows VISTA and W7 operating systems.
Macintosh OS X 10.3 or later
To read pdf manuals Adobe Acrobat is recommended

To watch “How-to” videos Windows Media player is recommended:
http://abalonellc.com/watchdemovideo.html

Installing FaceShop DAZ Studio Plugin

Use the DAZ installer. It will install the plugin and the different files in the right directories.

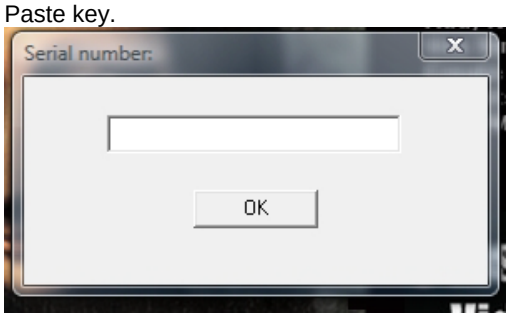
Click Install.
The program will ask you the type of installation you want.



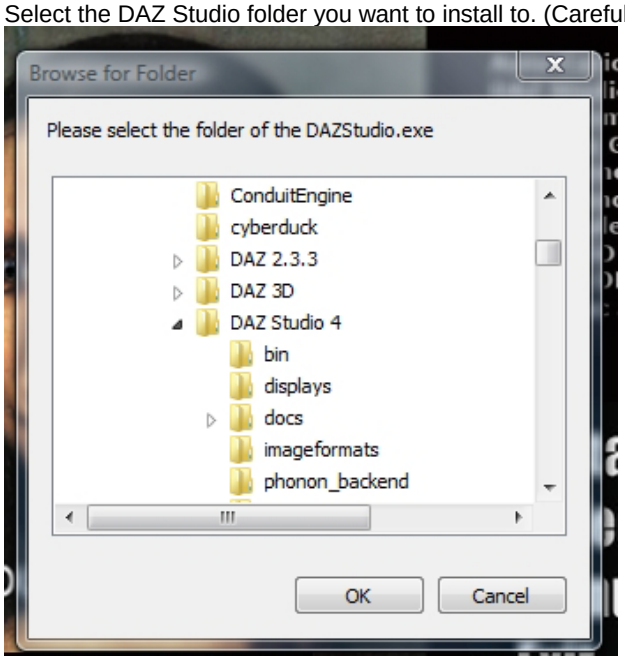
You can install Faceshop as a DAZ Studio plugin or as (standalone) Application, or both.
NOTE: 32-BIT INSTALLATION WILL NOT WORK ON 64-BIT STUDIO AND VICA VERSA.
Select one – either 32-bit or 64-bit.

The program will ask you for your key (serial number). If you purchase Faceshop through Abalone, your key is included in the download. If you purchase from DAZ, your ket is available under “My Account” and “Available Serials”.

Paste key.



Next the program let’s you browse for your TARGET folder (the app folder usually under Program Files). Select the DAZ Studio folder you want to install to. (Careful, there may be multiple DAZ folders!).



Manual Installation:

Place the “FaceShop” application file into “DAZ/Studio/bin” folder.
Place “dzfaceshoploader.dll” into “DAZ/Studio/plugins” folder.
Place “FaceShop” folder into “DAZ/Studio/resources” folder.

Installing FaceShop 8 as a Standalone (for Poser, 3DMax, Maya, etc.)

Use the DAZ installer, select “Install as standalone”!

QuickStart

Note: Please seeitional notes for using FaceShop 8 with DAZ Studio 4.7 and Genesis 2 figures

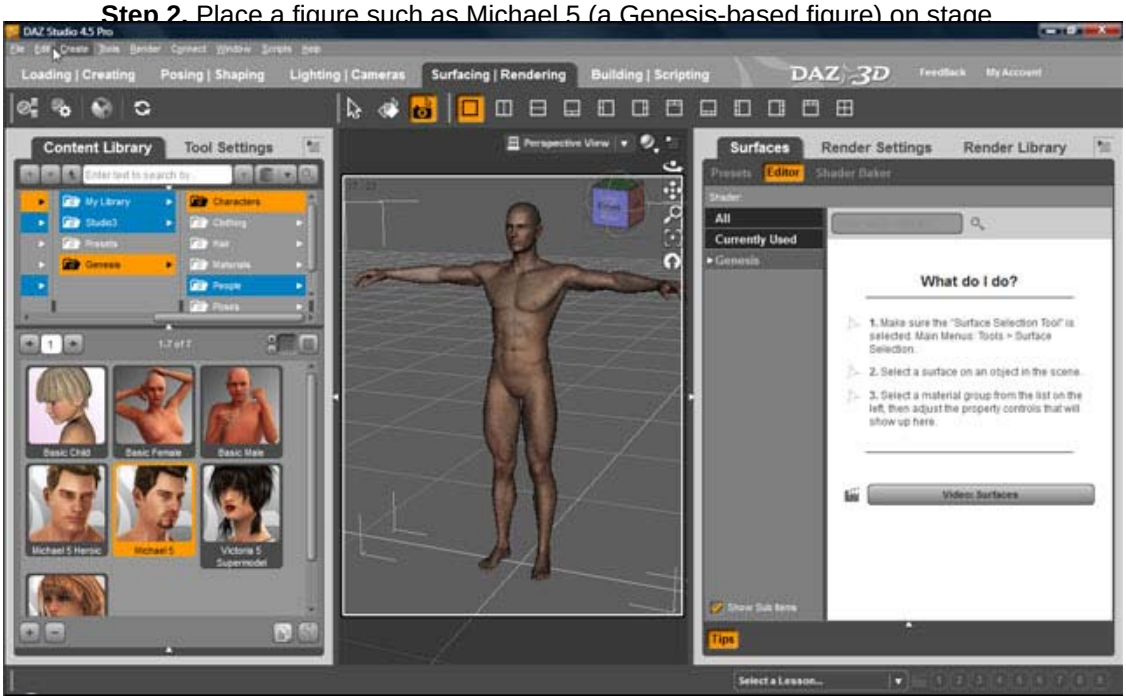
http://lib.store.yahoo.net/lib/yhst-48396527764316/Genesis.pdf

FaceShop 8EZ is the result of close to six years of continuous development starting in 2007. The current version is the 5th version of FaceShop, includes all of the older features and some new.
The basic idea behind FaceShop is that a user can take a photograph of a person and turn it into a 3D head. FaceShop can be used in conjunction with DAZ Studio 4.5 as a plugin or export 3D heads as OBJ files for other applications.

Let's go through the steps of a typical project using FaceShop 8EZ with DAZ Studio 4.5.

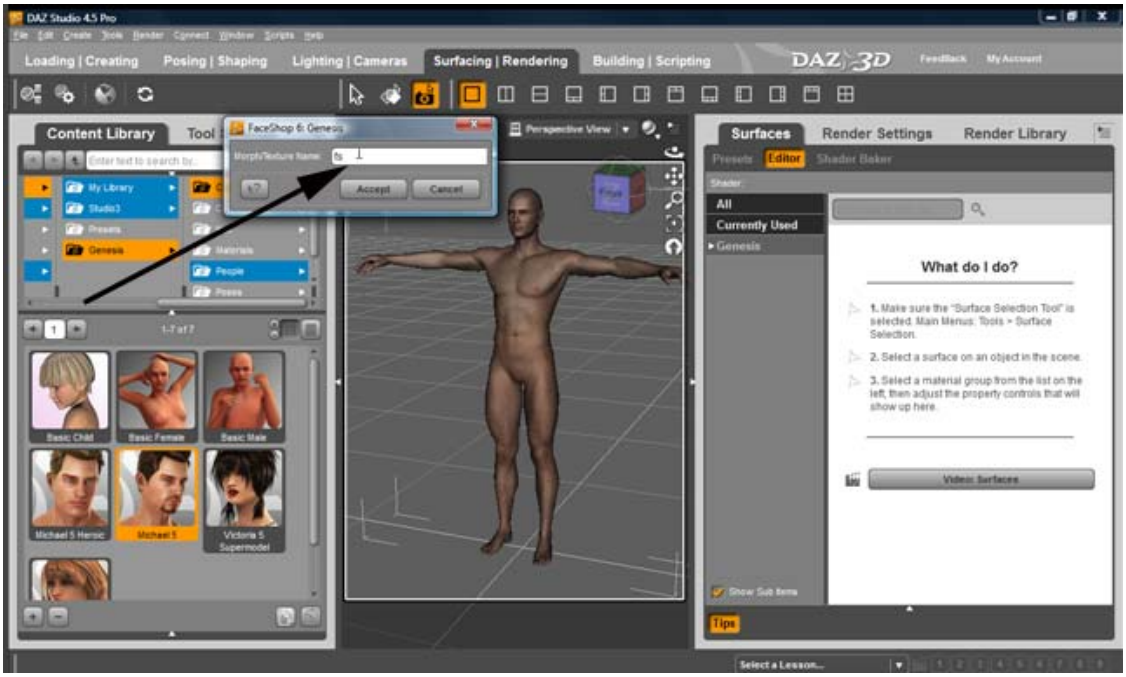
Step 1. Open DAZ Studio. Make sure that the FaceShop plkugin is installed and appears under the "Edit" menu.

Step 2. Place a figure such as Michael 5 (a Genesis-based figure) on stage



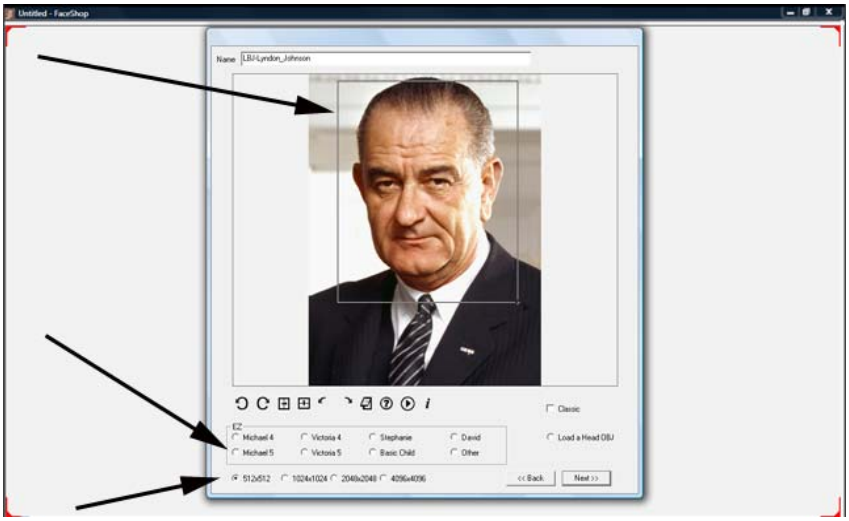
Step3. Launch FaceShop form the "Edit"menu

Step 4. Enter a name for the new morph. Click "Accept".

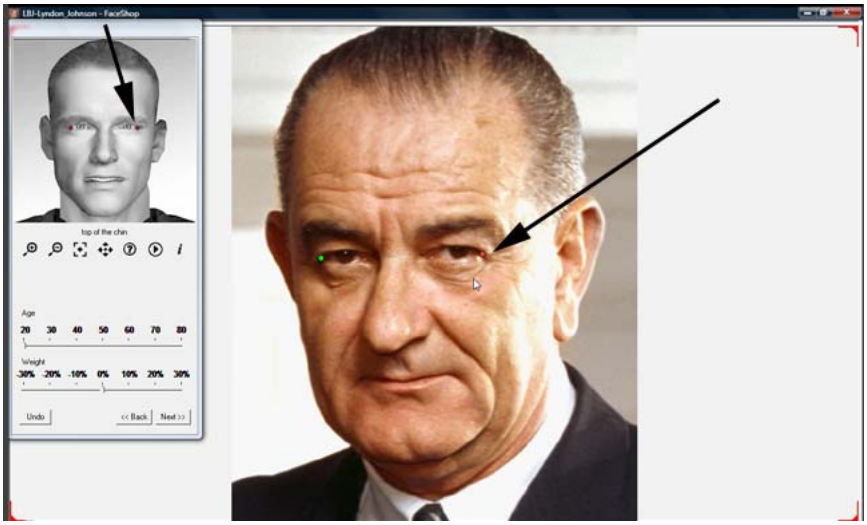


Step 5. FaceShop launches. Navigate to the folder where you keep your (jpg) image you want to use. Select image.

Step 6. Draw a rectangle around the head for close crop. Click on the radio button of the figure you are using (Michael 5). Leave the resolution at 512x512. Click "Next".

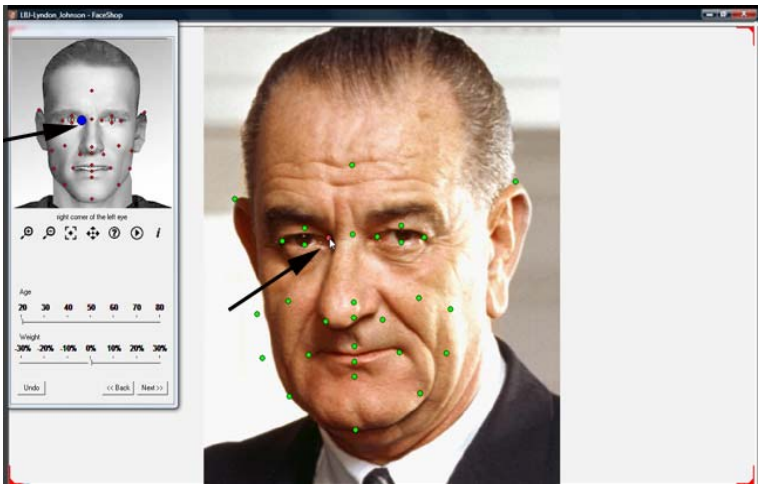


Step 7. Place three dots on the photo (outer corners of the eyes, top of the chin) as instructed by the flashing dots on the guide dialog.

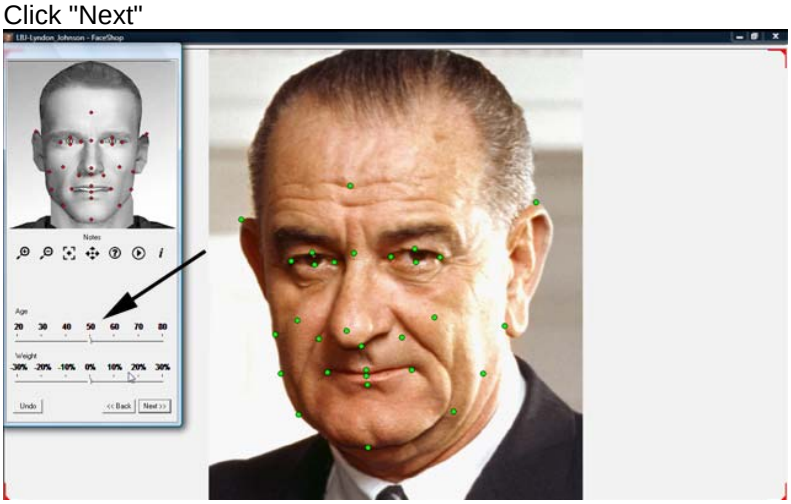


Step 8. 30 new dots appear, Your task is to pull the dots to the right places as instructed by the guide dialog. When you touch a pount in the photo, the dot turns red. On the guide dialog

the dot also lights up in blue and shows where the dot needs to be pulled (inner corner of the right eye in this example).

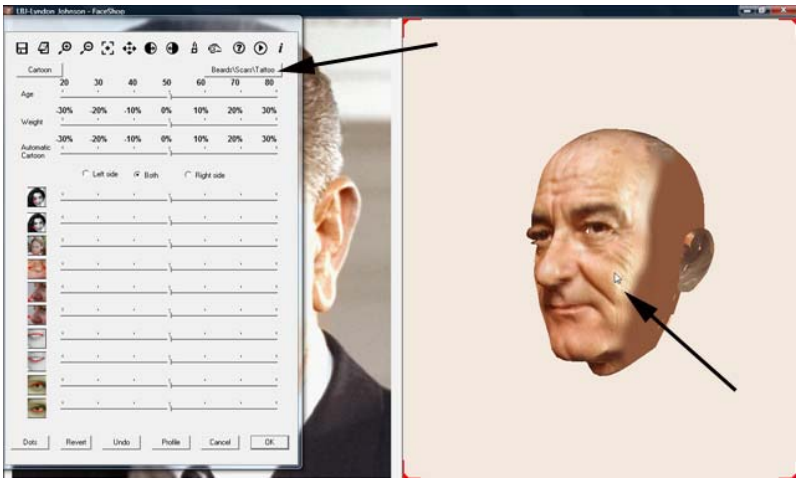


Step 9. You can also adjust the age of the person and the weight moving the sliders as shown. If you neglect to do this adjustment don't worry - you can also do this later.
Click "Next"

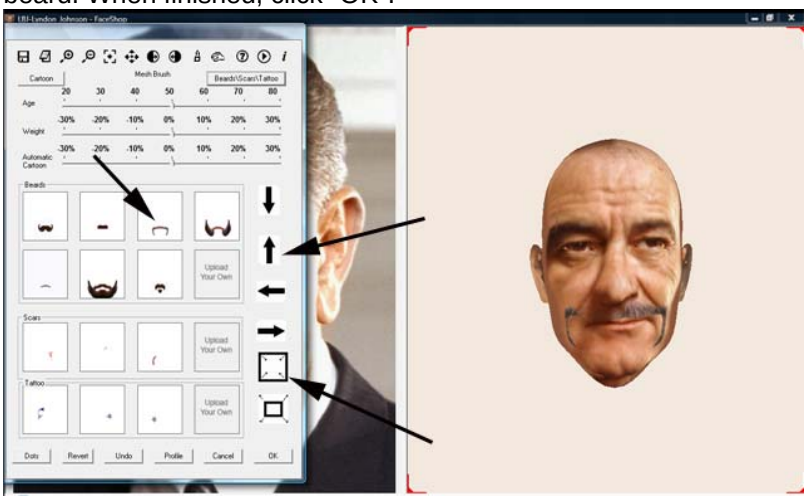


Step 10. The next screen is the final screen in FaceShop. You can rotate the head in the right window to see it from different angles.

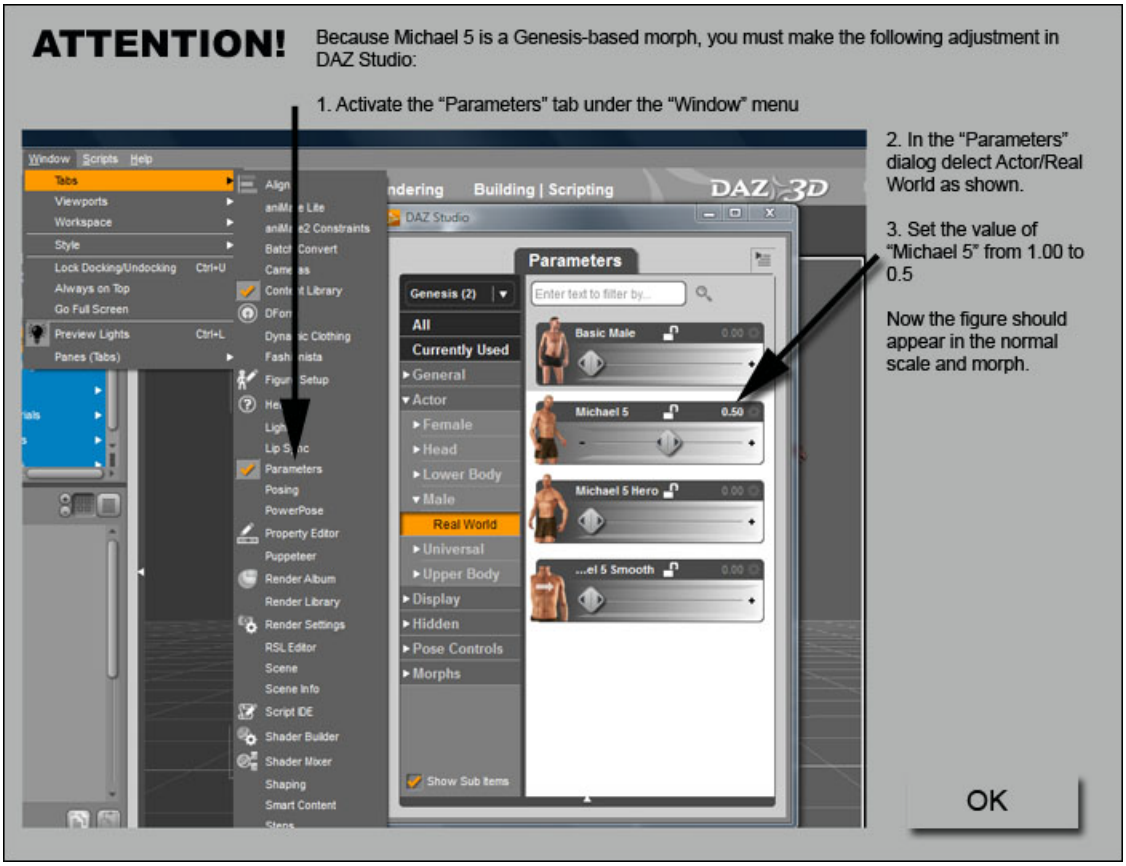
There are many tools (mirror, paint-brush, morph-brush, mirror, caricature, etc) to use that we will be discussing later. Right now we will use the new feature "Beard/Scar/Tattoo) by clicking on the button.



Step 11. Select a beard. Move the beard up or down using the arrows. You can also size the beard. When finished, click "OK".



NOTE: Since Michael 5 is a Genesis figure, once back in Studio you need to take an extra step to correct scaling. A dialog will give you instructions.



Also, pls. watch the how to video at
http://abalonellc.com/watchdemovideo.html

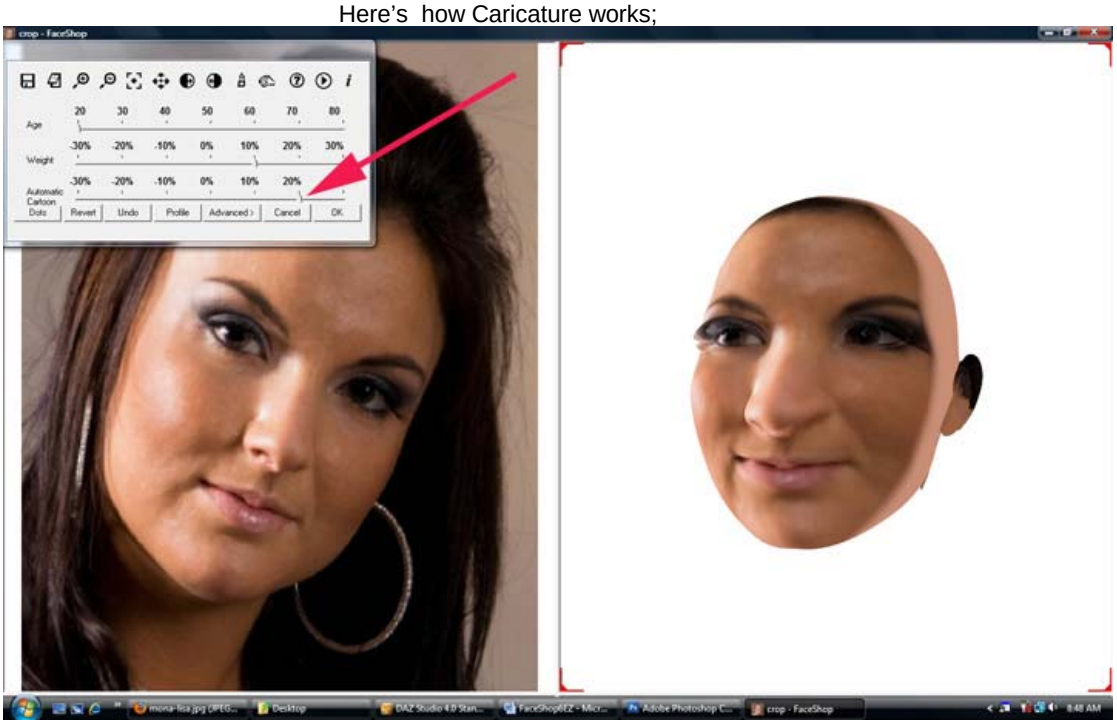
DAZ Studio 4.5 Pro
Loading | Creating
Posing | Shaping
Lighting | Cameras
Surfacing | Rendering
Building | Scripting
DAZ 3D
Content Library
Tool Settings
Parameters
Surfaces
Render Settings
Render Library
What do I do?

Features

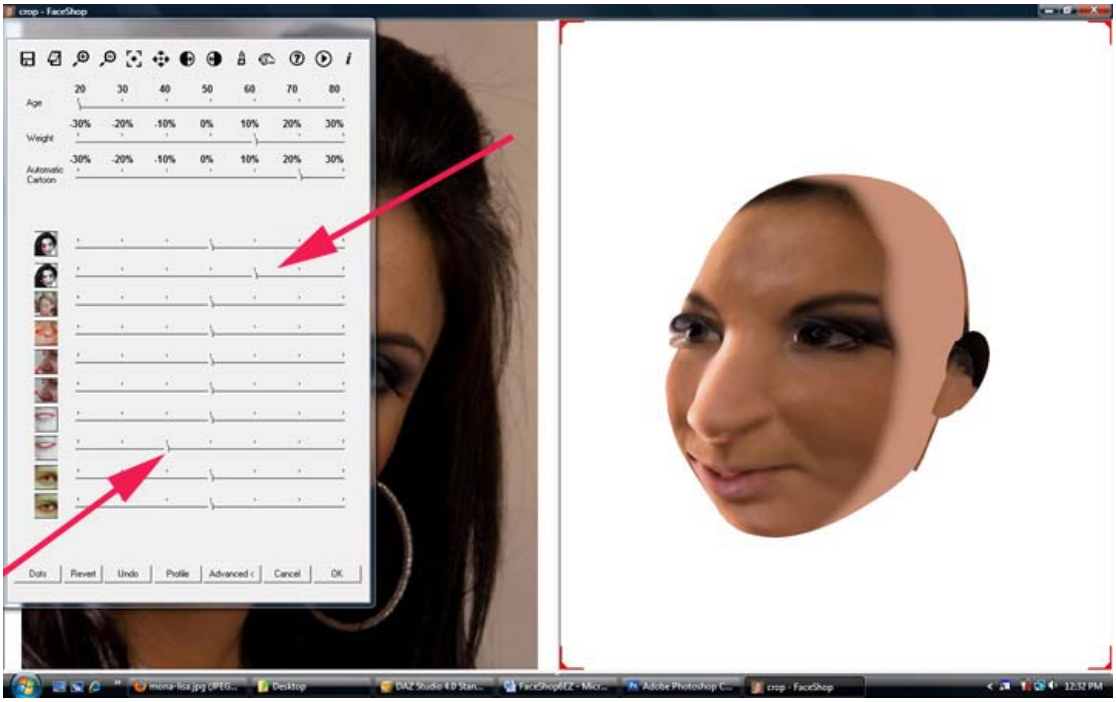
Faceshop now supports DAZ Studio 4.5 (both 32-bit and 64-bit versions),. Faceshop 8 also added Genesis-based Victoria 5, Michael 5, Basic Child as EZ figures (more about EZ in Chapter 1).
Other Features:

Caricature.

Here's how Caricature works;



Follow steps outlined in Chapter 1: Faceshop Basics. Once you obtained the 3D head, you may move the Automatic Cartoon slider. Here we moved the slider to left 20% to give a rotound look.

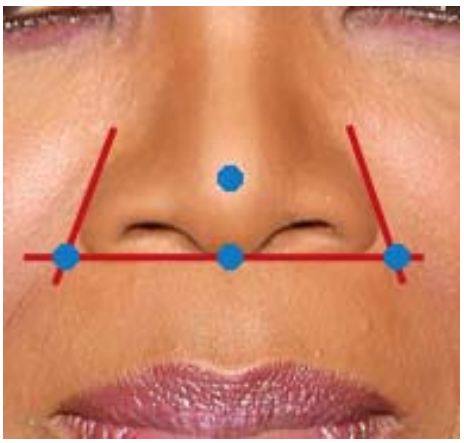


Here we activated the “Advanced” drop-down menu and made some local adjustments:
1. Move the cheek slider left 10% to increase cheek volume
2. Moved the lower lip slider right 10% to make lower lip protrude.
Click OK when you are happy with your result.

When you are back in DAZ Studio, you can touch up the texture of the face.
To find where the texture file is located, select the “Surface/Rendering” tab in Studio and select “Skinface” . If you click on the small box under “Diffuse Color”, a browse window will pop up and show the location of the texture file. Right click on the texture file and select “Open With” and open file with your favourite paint editor (Photoshop or similar).

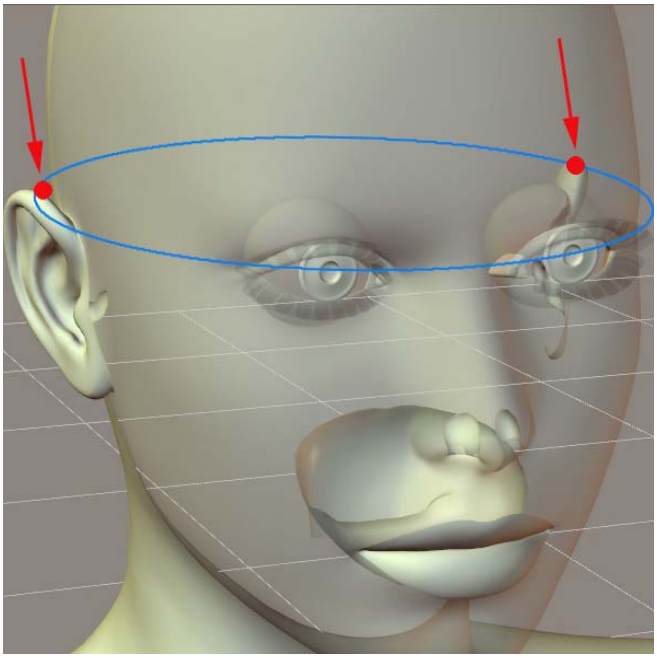
1 Additional Features, Hints

Placing dots around the nose



NOTE: Please play special attention to the 4 dots around the nose. Ideally they should be placed as shown here.

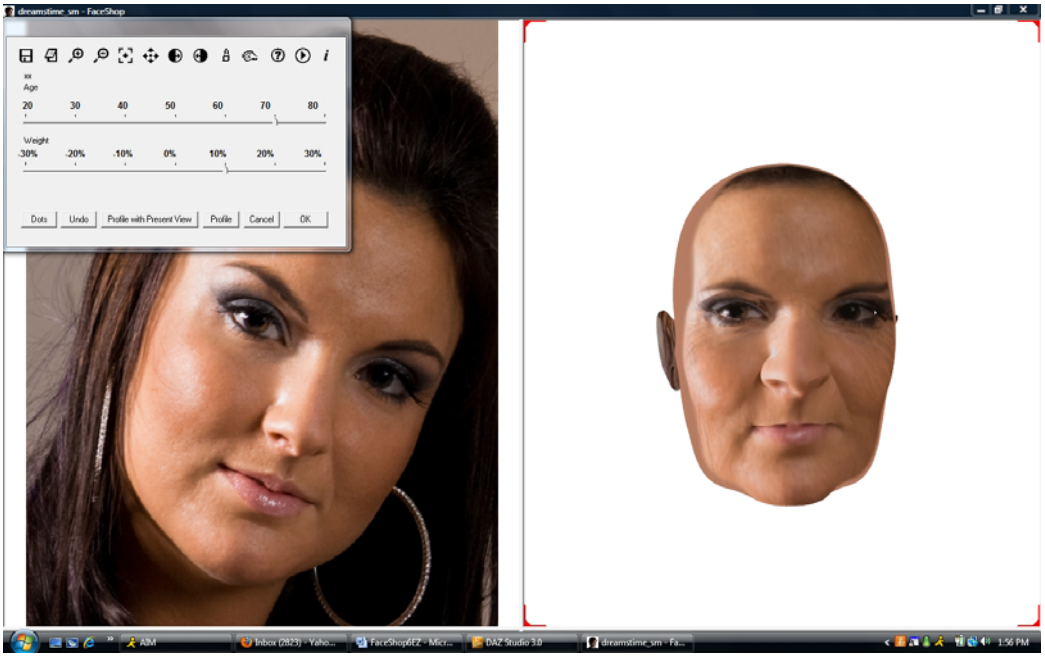
Placing dots for ear if ear is not visible on photo



NOTE: Also, when placing dots on the ears – sometimes one ear is invisible, as it is turned behind the head. Try to guess its correct location.

FaceAge

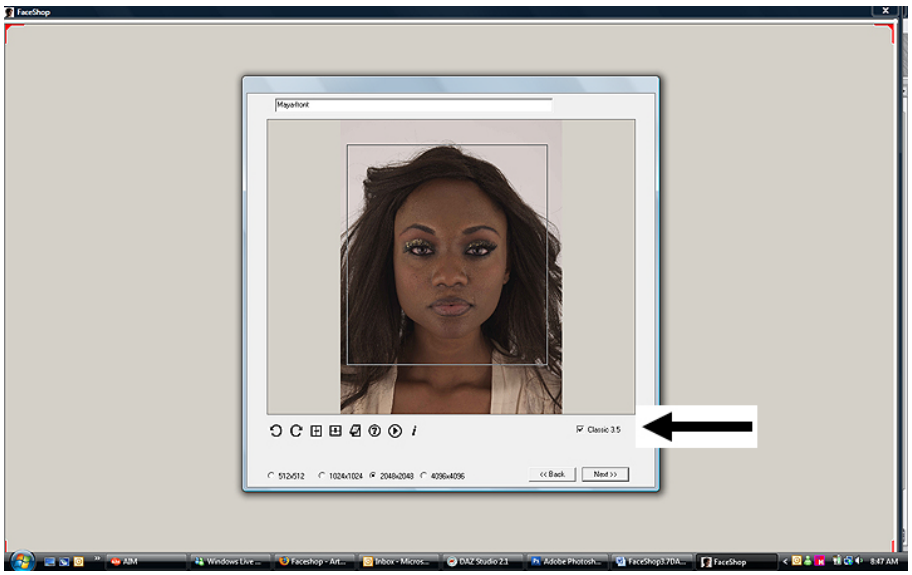
You may also change age and weight on your model to se what he/she would look like. This may even work in reverse aging. When clicking OK, FaceShop closes and your morph is transferred to DAZ Studio.



2 Non EZ figures

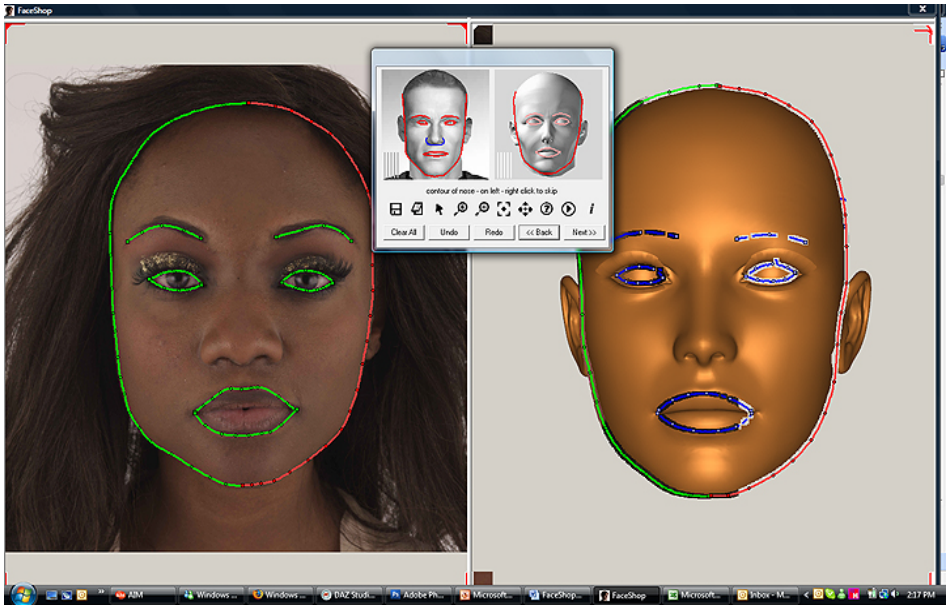
Basic Workflow

1. Place a figure on stage.
2. Follow steps 3-18 as explained in Chapter 1
19. Select ANY texture resolution
20. Select optional “Classic 3.5” (Note: this option is shown only with Victoria 4.2 – with “other” figures FaceShop operates automatically in Classic 3.5 mode). Click “Next.



Arrow shows optional “Classic 3.5” button

21. This will take you to the next screen called “Curves”. In this screen you will draw “curves” over the indicated places, such as shape of eyebrow, shape of upper eyelid, lower eyelid, mouth, etc.



Curves Screen – draw curves on indicated places

22. Draw all curves as indicated.
23. Free lines: there are 5 free lines (see flashing lines on guide) that can be used to outline additional items, such as the middle line of the mouth, ears, etc.

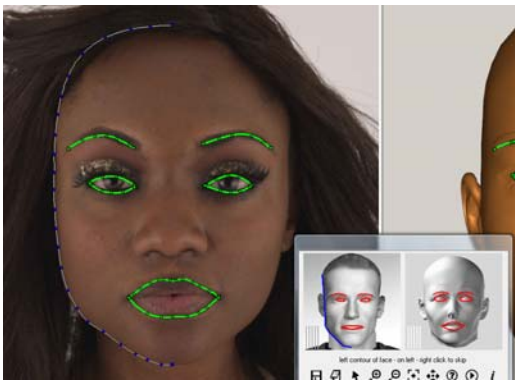
Correcting

The easiest is to use the Undo button and restart the curve. If you want to correct a portion of a curve, you can do it by:
Click on the curve. After you click:
- simple click: drag the nearest node
- cntr-click on the line: clear the nearest curve-node
- shift-click on the line: add a new node to the curve

hit Delete key - clear the curve totally

Note: The best time to correct is AFTER you finished drawing all curves and custom lines but BEFORE you hit the “Next” button. You can correct lines on the “active” window (marked by the red corners).

24. When finished click “Next”.

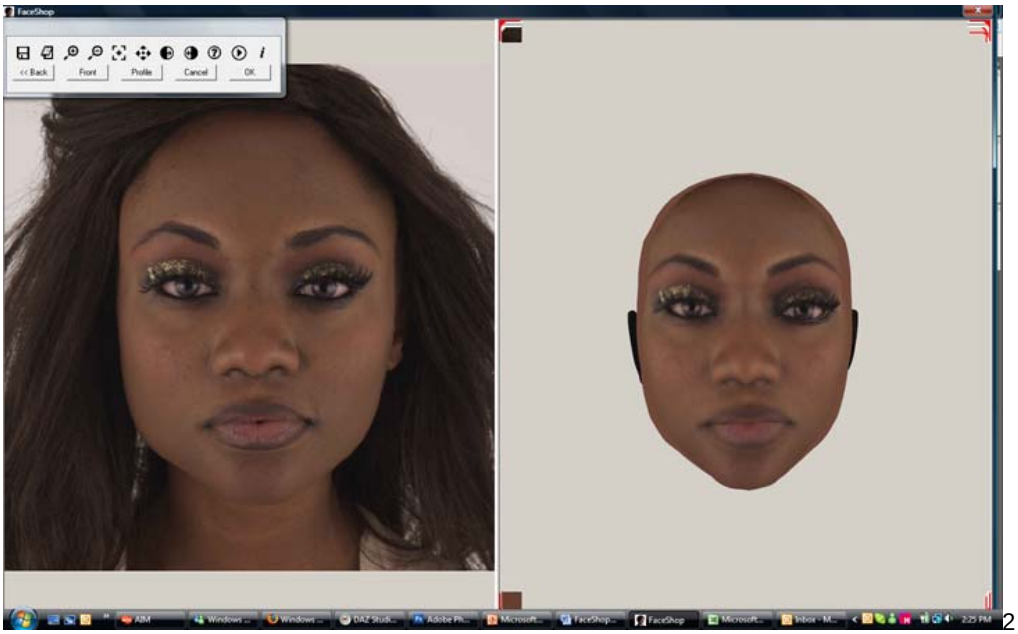


TIP **The more detailed the curve (the more vertices you place), the better the results tend to be.**

Also, sometimes it is a good idea to not to follow the guide and draw the head shape all the way around for better definition. Practice will tell you when to do this.

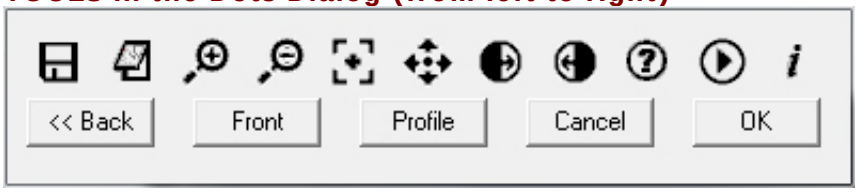
Mirror

1. Pro offers you several choices at the final screen. One is “Mirror” Use this if you want both sides of the face to be identical. Choose the side that you like and mirror it over to the other side (left-to-right or right-to-left).



Mirror – create symmetrical heads

TOOLS in the Dots Dialog (from left to right)



Mirror left-to-right
Mirror right-to-left
Pan (will pan image)

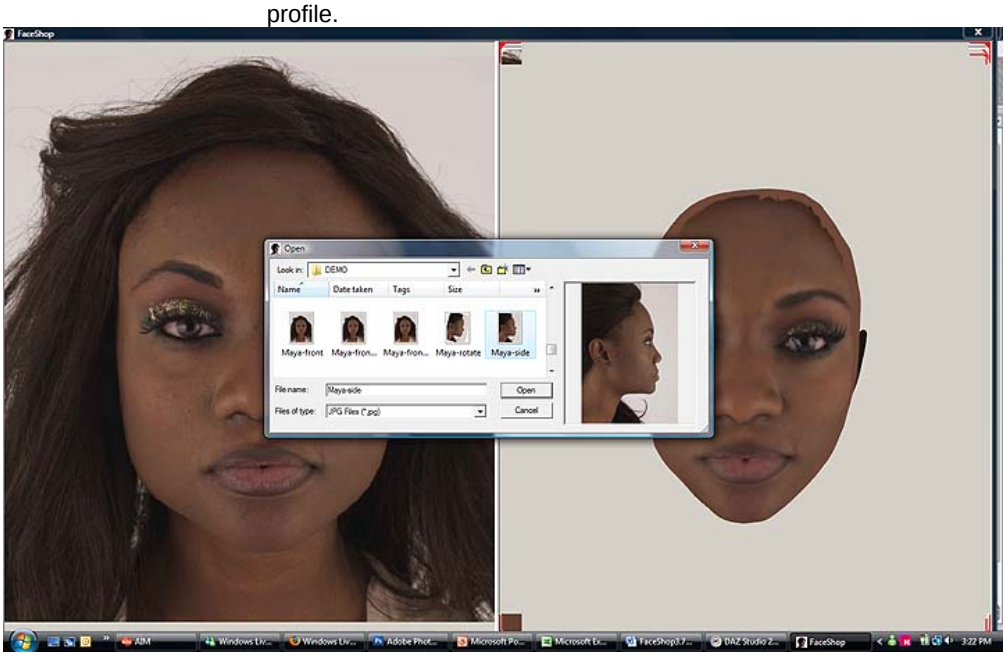
BUTTONS

Profile (will let you create profile either using present view or new photo)
Front (will bring you to the "curves" screen as seen in

Classic 3.5). This button is best used if you are not happy with the "auto" results and want to use the more precise Classic method.

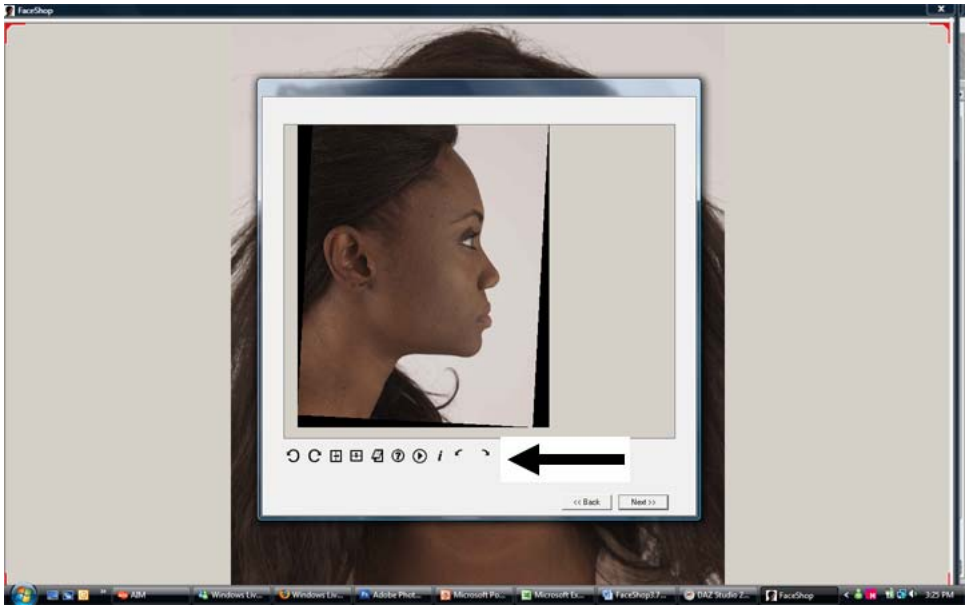
Profile Using New Photo

1. Use this if you have a profile photo of your subject.
2. Click on the "Profile" button
3. Click on "Use New Photo"
4. This will bring you to the "Browser" screen and lets you browse for a profile.



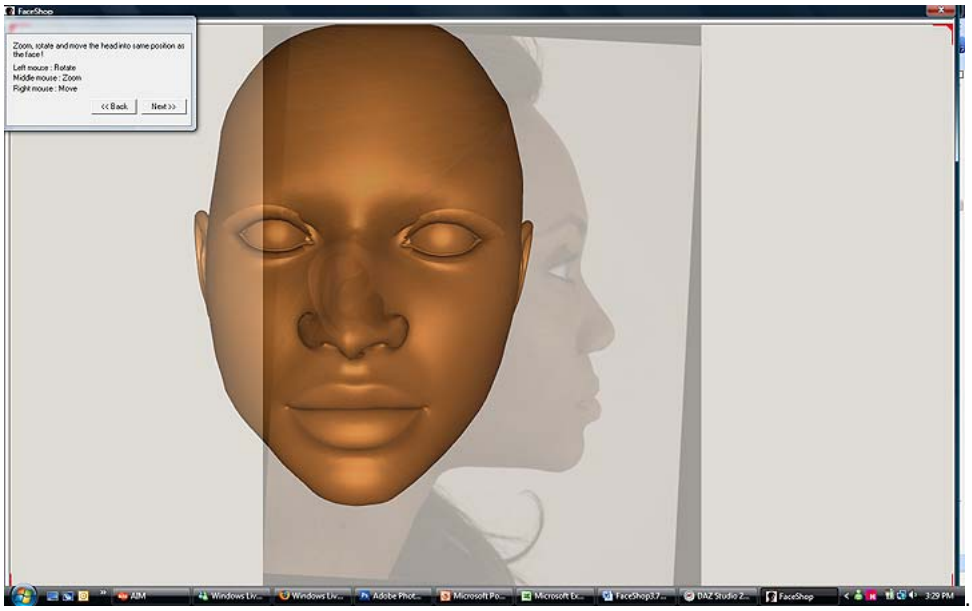
The Profile/Browse screen – select profile

5. Select new photo.
6. Click on the "Open" button

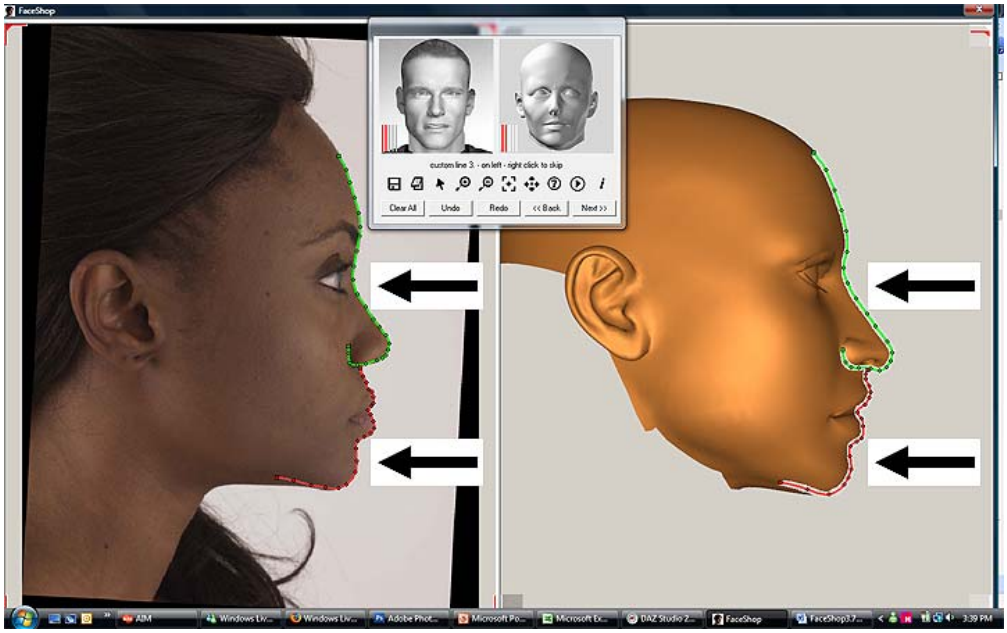


Profile set-up – use left or right arrow to align profile vertically

7. If your photo is tilting forward or backward, use incremental left and right rotation to align profile vertically and click “Next”

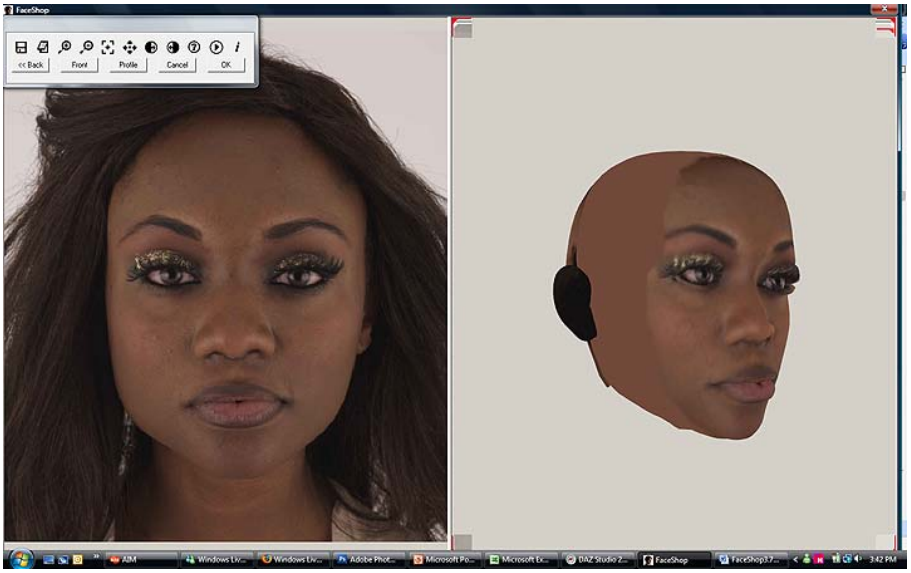

FaceShop
Zoom, rotate and move the head into same position as the face !
Left mouse : Rotate
Middle mouse : Zoom
Right mouse : Move
<< Back
Next >>

8. Using the left mouse button rotate TempMan horizontally, until you see the profile.
9. Using the right mouse button move TempMan over the photo to overlap image
10. Using the middle mouse button, size TempMan to be the same size as the photo underneath
11. Hit “Next”



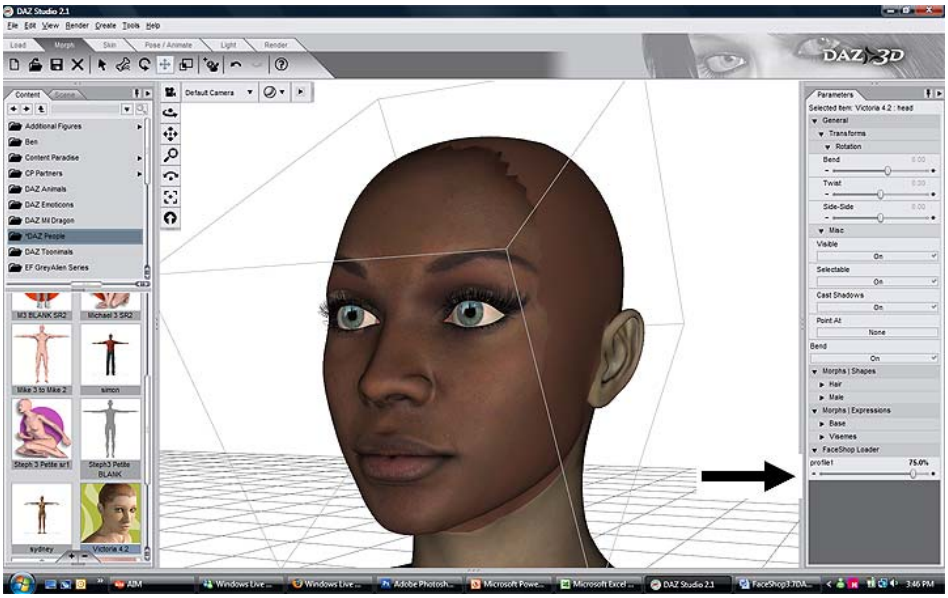
Profile set-up – use left or right arrow to align profile vertically

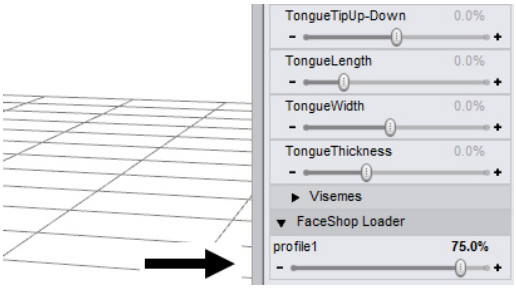
12. Using the five “free” lines trace first the profile and then the exact outline of TempMan.
13. When finished, hit ”Next” .



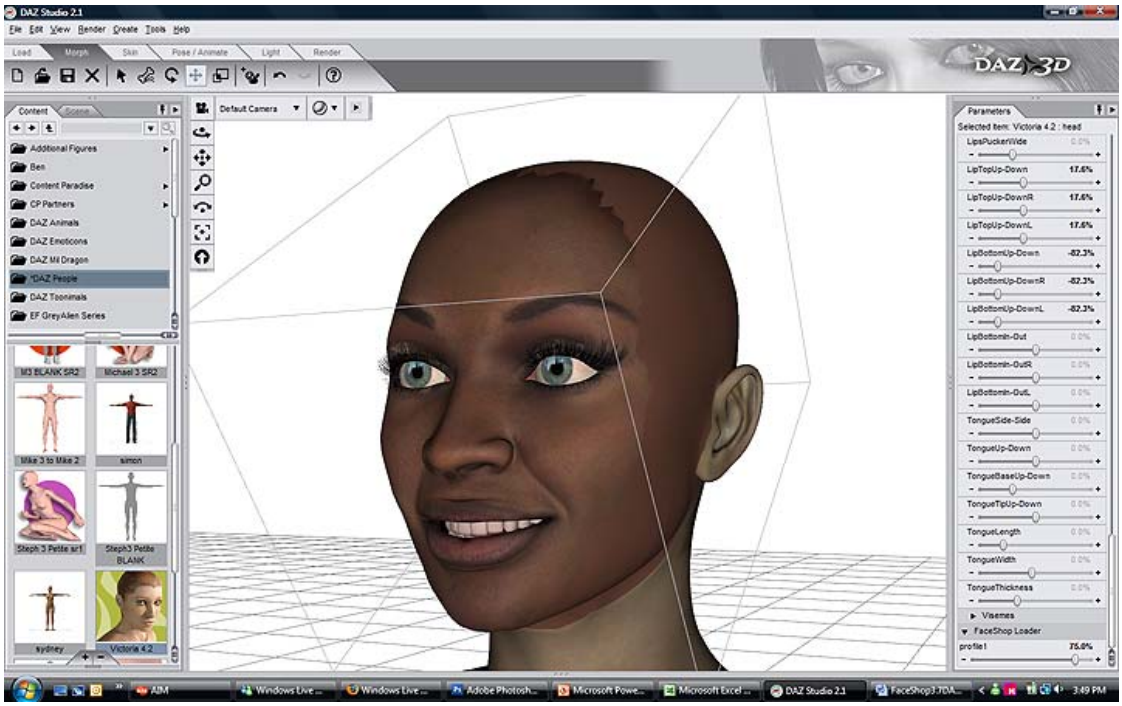
Profile set-up – use left or right arrow to align profile vertically

14. If you like your work, click “OK”..
15. This will finish your FaceShop session and will bring you back to Studio.” .





TIP **If you want "soften" the changes on your morph, you can dial it back to 75% or 50%. This will apply only a portion of the morph and may create a more pleasing end result.**

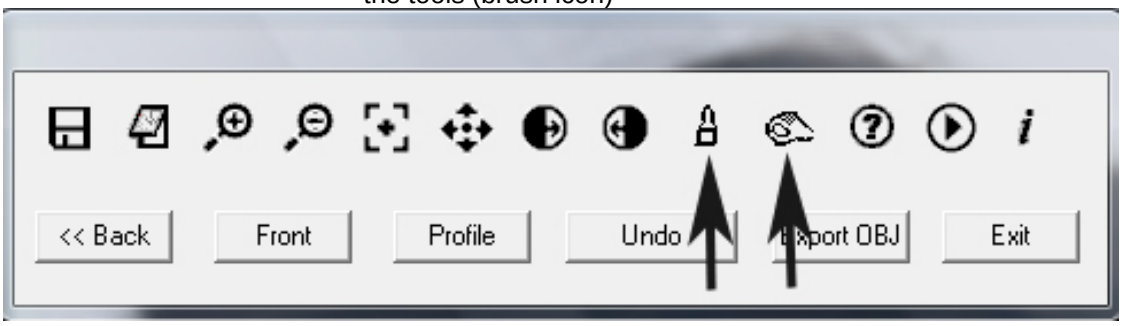


Morph is applied. You can still add facial expressions like smile, etc.

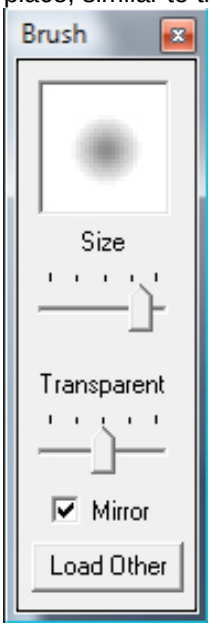
In Addition to the FaceAge program (discussed in the next chapter), FaceShop 5 comes with two other useful features, MorphBrush and TextureBrush. Both tools are designed to enhance the realism of the faces you are working on.

TextureBrush

The TextureBrush icon is located at the final screen among the tools (brush icon)

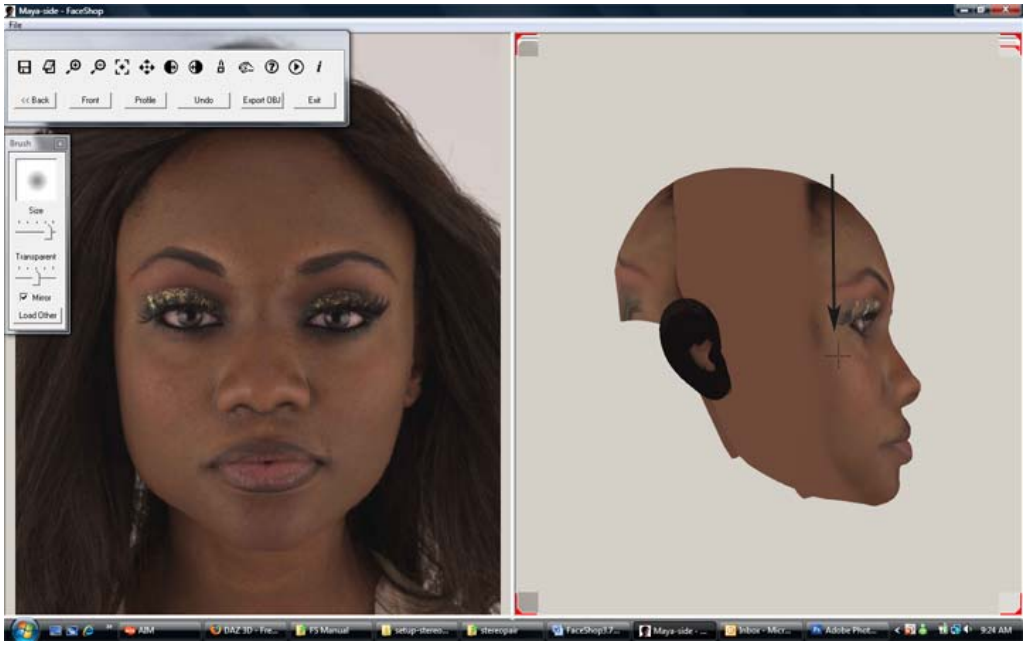


TextureBrush let's you copy part of the texture to another place, similar to the Clone Stamp tool in Photoshop.

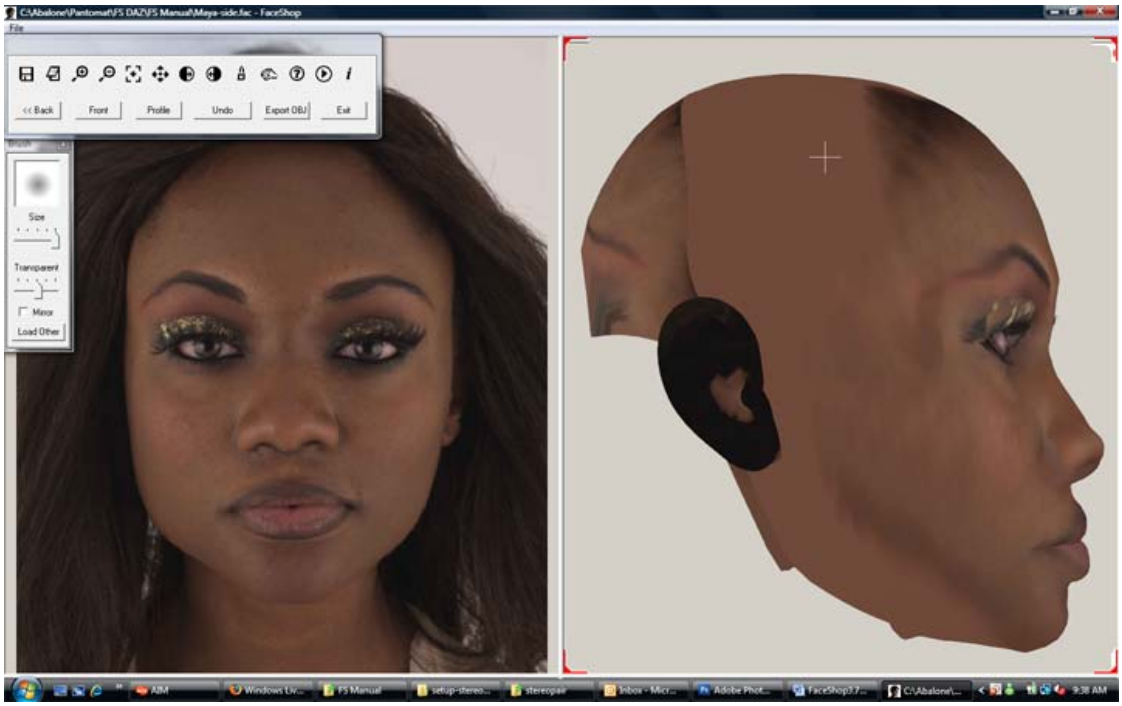


When clicking on the TextureBrush icon, this dialog comes up.

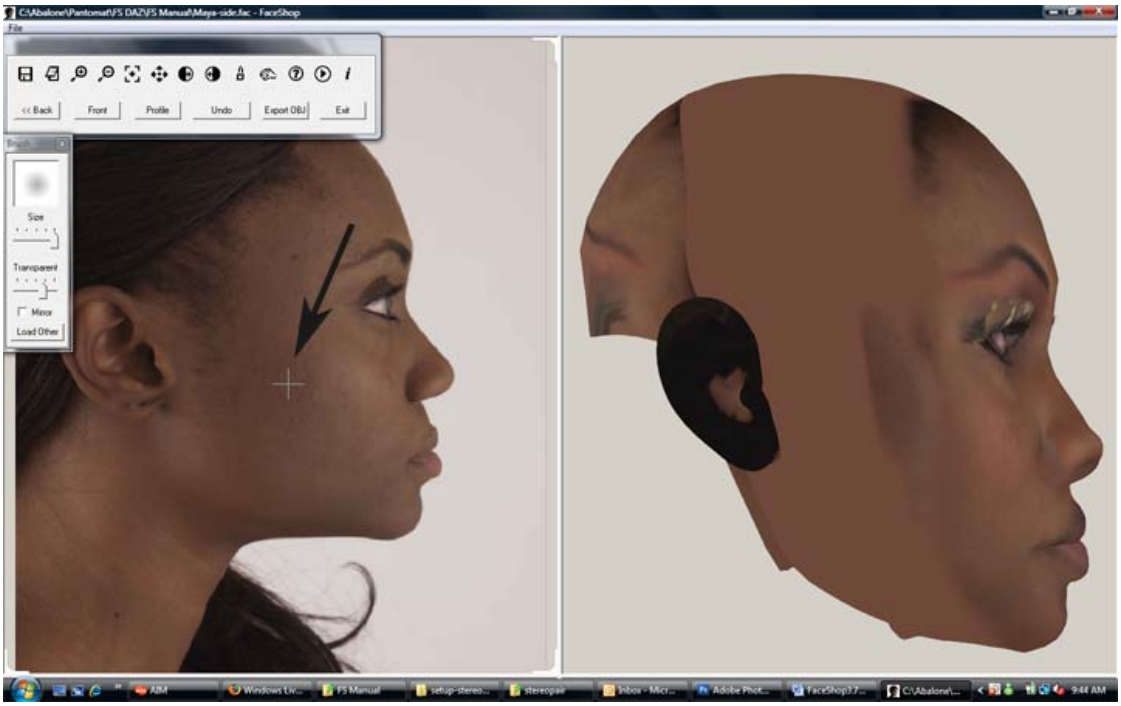
You can set the size of the brush, its transparency and whether it is mirrored on both sides of the face.



Pick out an area that you want to clone over by holding down the shift key. Picks will appear as a crosshair. Now you can clone this area over to another area as shown.



Use Another Picture:
Better yet, you can import another picture to the left to use as a clone target. Click on the “Load Other” and load a side-view. Now you can clone from this side view as well.

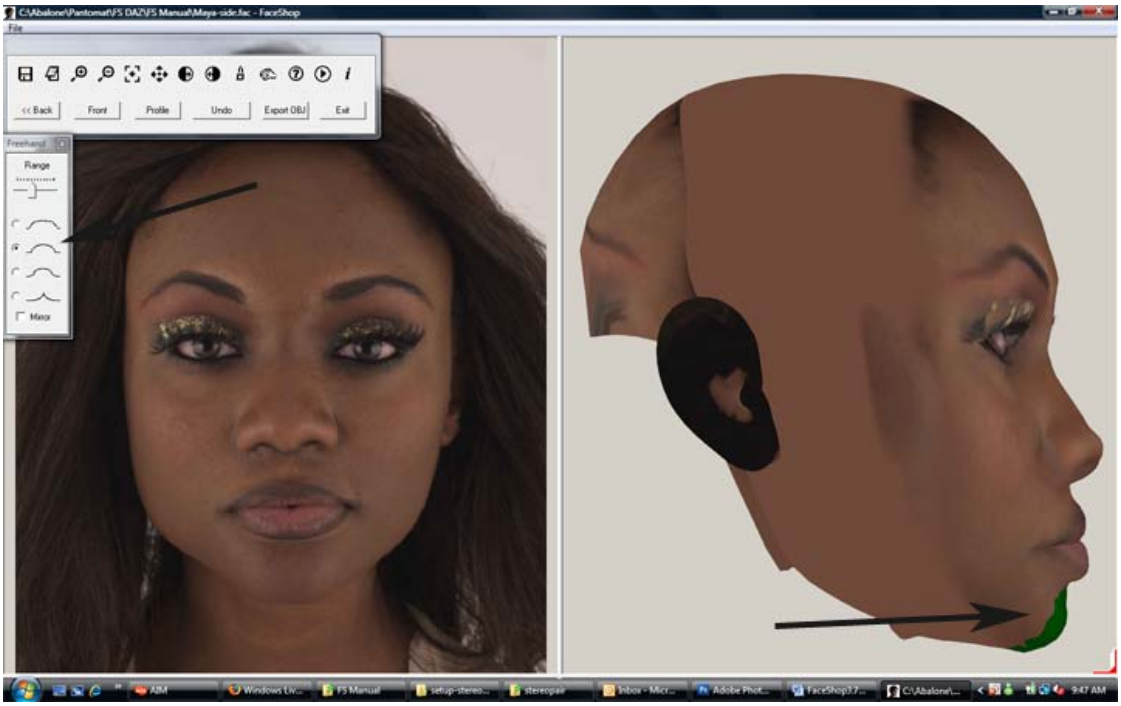


Morph Brush

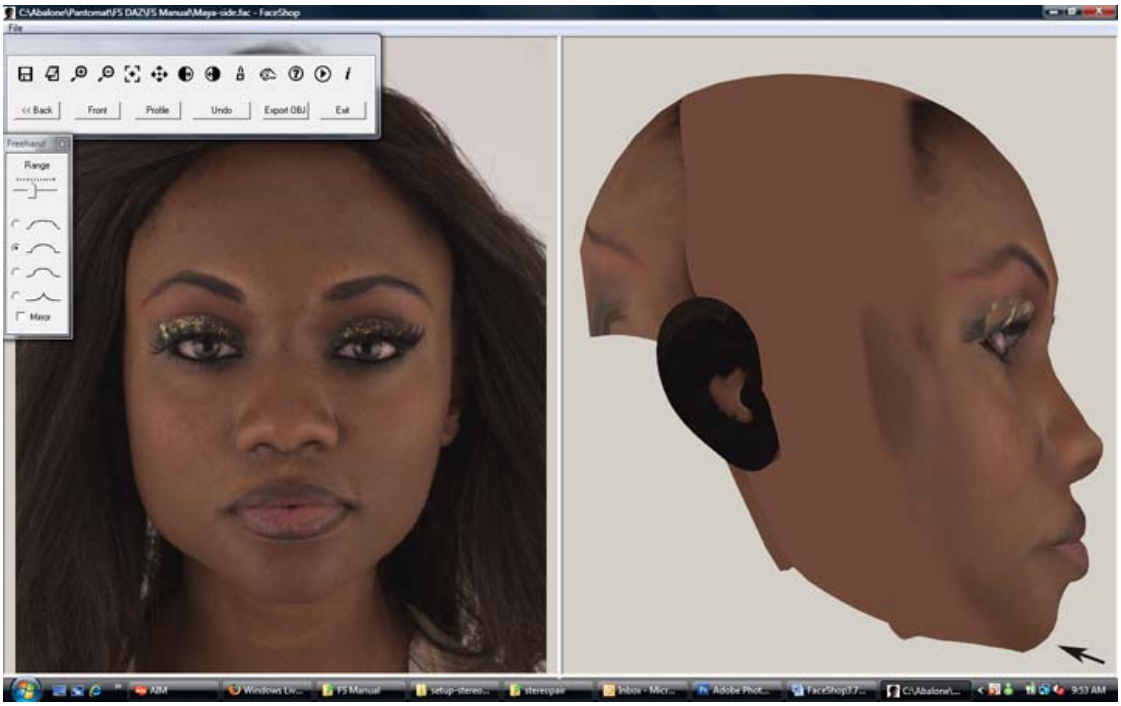
Another new tool is MorphBrush. With MorphBrush you can make changes to shapes on the head.

MorphBrush dialog allows you to set the size of the brush and also the **SHAPE** of the brush!! In this instance we choose “round” shape (left arrow) and clicked on the chin of Maya

that we choose to shape. Notice the green area that shows the area affected by the operation. (right arrow).



Now we can shape the chin by moving the tool in the desired direction. See how the shape enlarges or gets smaller by the amount of movement with this tool.



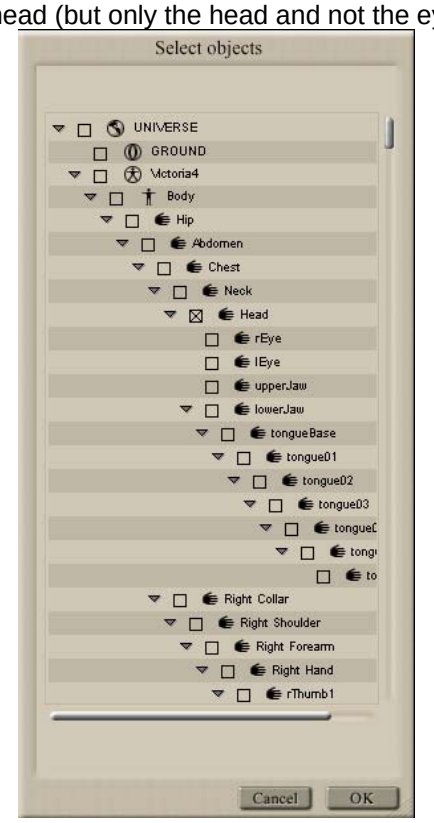
Additional features in FaceShop 5

1. Larger texture resolutions (1024x1024, 2048x2048, 4096x4096)
2. Use of many other figures in addition to Michael 3 and Victoria 4.2.
3. “Classic 3.5” mode using curves (default mode for “other” characters
4. Mirror functions (mirror one side of the face over to the other side
5. Front and Profile functions (Allows creating profiles either using present view or new profile photo)..

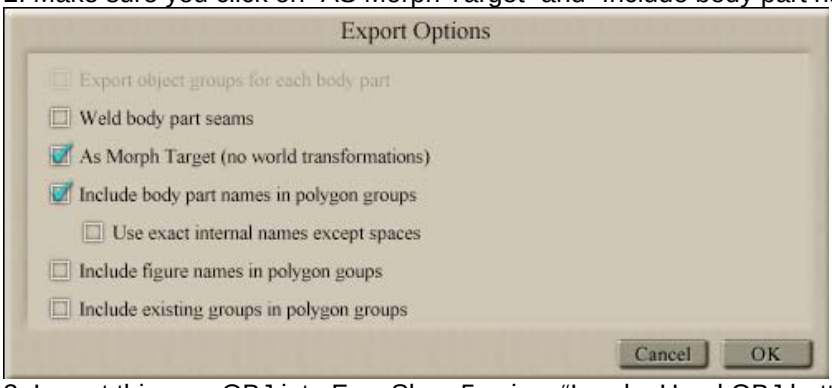
4 Use FaceShop with Poser

In detail:

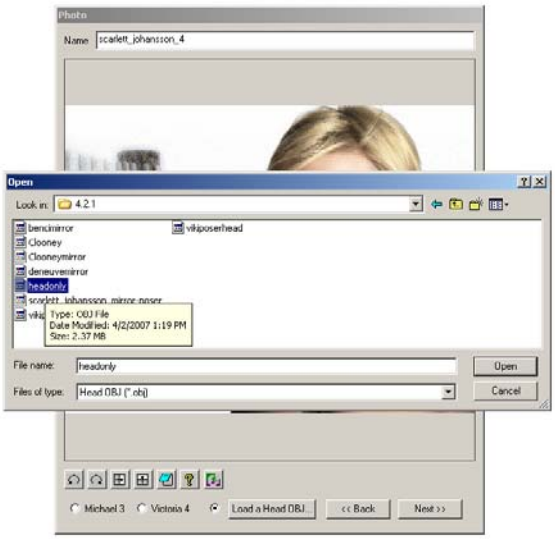
1. Export a head (but only the head and not the eyes) from Poser.



2. Make sure you click on “AS Morph Target” and “Include body part names”.


Export Options
Export object groups for each body part
Weld body part seams
As Morph Target (no world transformations)
Include body part names in polygon groups
Use exact internal names except spaces
Include figure names in polygon goups
Include existing groups in polygon groups
Cancel
OK

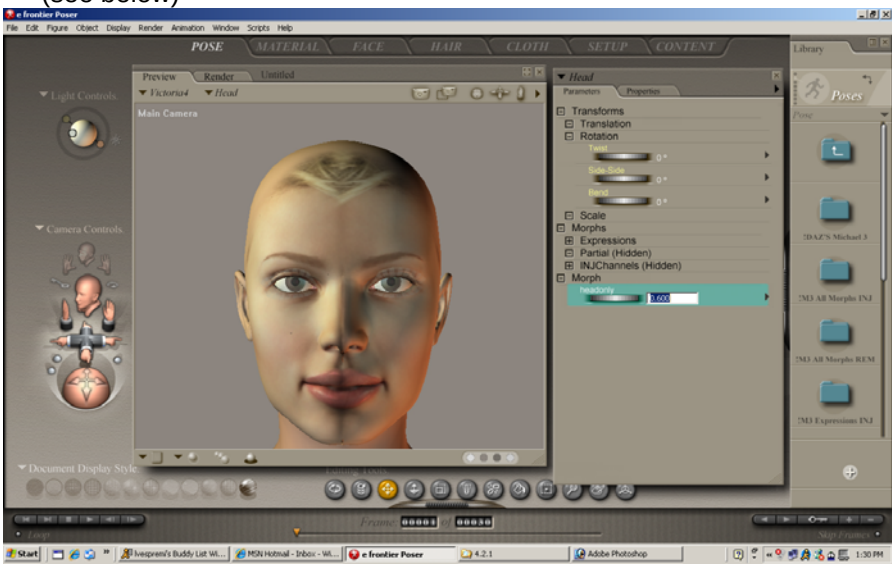
3. Import this new OBJ into FaceShop 5 using “Load a Head OBJ button…



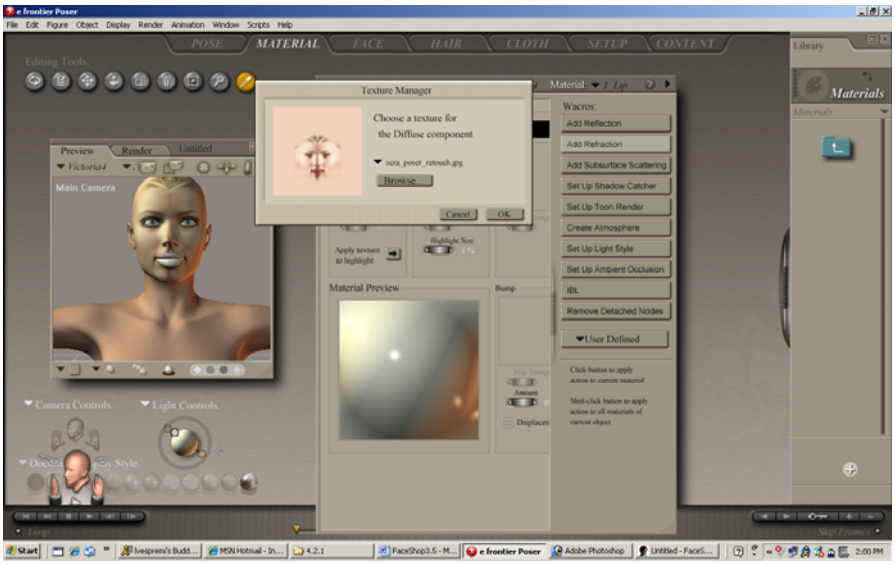
4. Once finished in FaceShop, open Poser.

Bring up the same model that you exported (it won’t work with any other) and apply Morph Target. The value that works best is between 0.5 and 0.8

(see below)



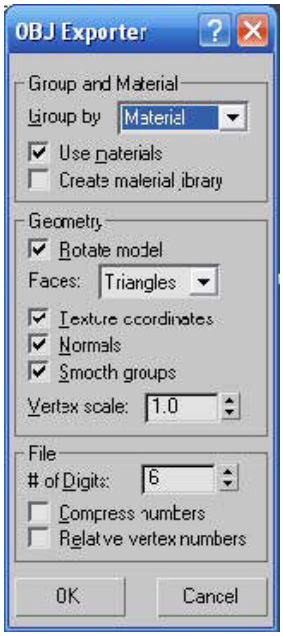
Now open Material Room to apply the texture map.
Choose SkinFace for the face, and apply texture map. Choose Lips for lips. Set “Diffuse Color” to white.



How to use FaceShop 5 with 3DS Max (versions 5 up):

In order to use FaceShop with 3DS Max, you will need to export your head meshes as OBJ files, import and process them in FaceShop 5 and then re-import the OBJs generated in FaceShop 5. These re-imported OBJs will then be used as morph targets on your original mesh.
In detail:

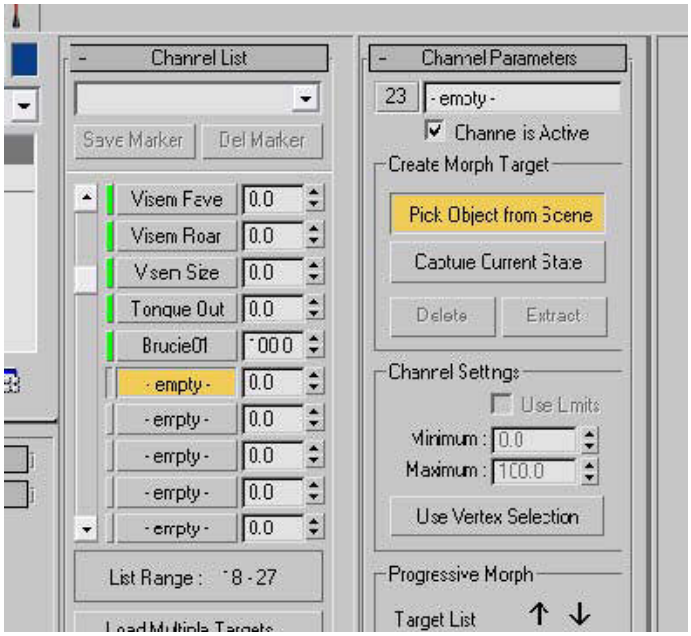
1 Export a head mesh from 3DS Max. This needs to be a single mesh with no elements attached. If there are any modifiers on the mesh it is best to take a snapshot (Tools/Snapshot) and use the snapshotted mesh instead.
2 Go to File/Export and choose Wavefront (obj) as the export type.



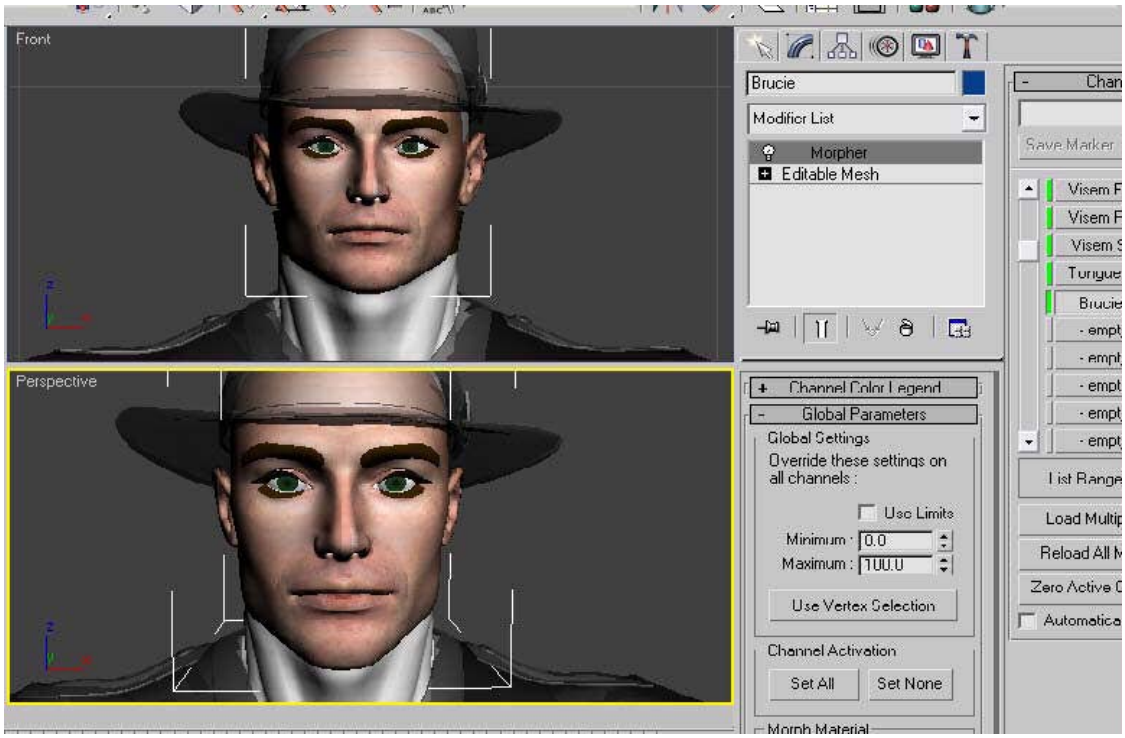
3 Choose Group By – Material from the first drop down, and make sure Use Materials is checkmarked. All other options should be okay by default but make sure it looks like this: ,

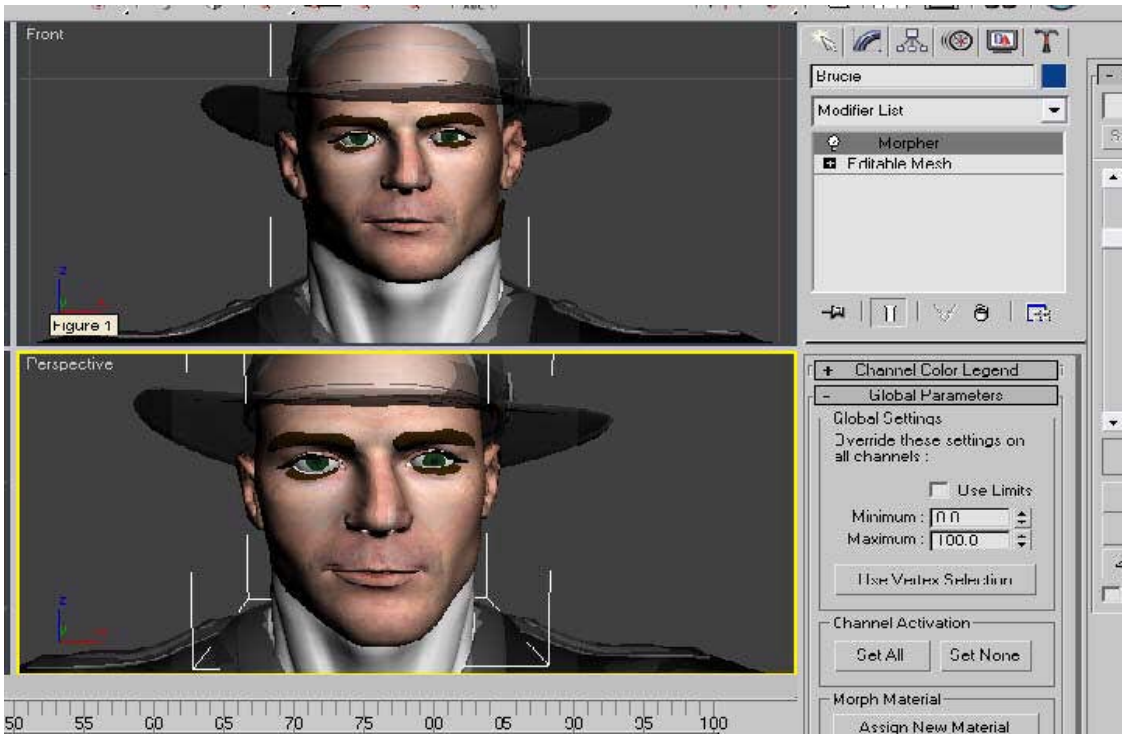
4 Import this new mesh into FaceShop 5 using “Load a Head OBJ button… Once finished in FaceShop, go to 3DS Max and open the scene containing the same face mesh you exported (it won’t work with any other). Import Wavefront Object (obj) looking for the .OBJ face you exported from FaceShop and making sure settings are as follows:

5. Select your original mesh and apply a Morpher modifier to it. Choose a slot and then under create morph target choose “Pick Object From Scene”



Easiest thing to do now is press H to bring up a list of all potential morph targets. It will most likely only show you the imported OBJ object which you can then select and name as you like. After this you should choose the OBJ import and hide it like you hide any morph.
The value in the morph slot will determine the strength of the imported morph to be applied. Values from 80 to 150 work best, with 100 being the total morph applied. Sometimes there are imperfections in your morph that are best hidden with lower values, but sometimes applying values higher than 100 can result in a face that looks even more like the original, as long as you don't go too far (note that if you do want to apply morph values greater than 100 you need to go into the Global Morpher parameters and turn off Apply Limits, or adjust your limits to greater than 100).


Front
Perspective
Brucie
Modifier List
Morpher
Editable Mesh
Channel Color Legend
Global Parameters
Global Settings
Override these settings on all channels :
Use Limits
Minimum : 0.0
Maximum : 100.0
Use Vertex Selection
Channel Activation
Set All
Set None
Save Marker
Load Multip
Reload All M
Zero Active C
Automatica



6. Finally, open the Material Editor (or press M) to apply the texture map. Choose SkinFace for the face, and apply texture map. The mapping will depend on how you applied texture coordinates to your original mesh, but the relevant image will be stored in BMP format in the same directory as the exported .OBJ mesh. As a very general rule, use the same image as a bump map with low values (10-15). The image can be applied to both the diffuse and specular slots.

Because the Morpher applies changes cumulatively you can use all your normal targets (like for lip sync) on top of this one. Or, if you like, you can collapse everything or take a snapshot and use the resultant head on it's own. For more advanced work you can combine two or more

morph targets (perhaps from different images) to either get much closer to the original or to create something totally your own.